Carpe Deal 'Em
Player Manual

---

1. Contents
2. Controls
3. UI Explanation
4. How to play: Game Phases
    i. Dealer Phase
    ii. Discard Phase
    iii. Play Phase
    iv. Event Phase

5. Card types
6. Card priorities

Controls

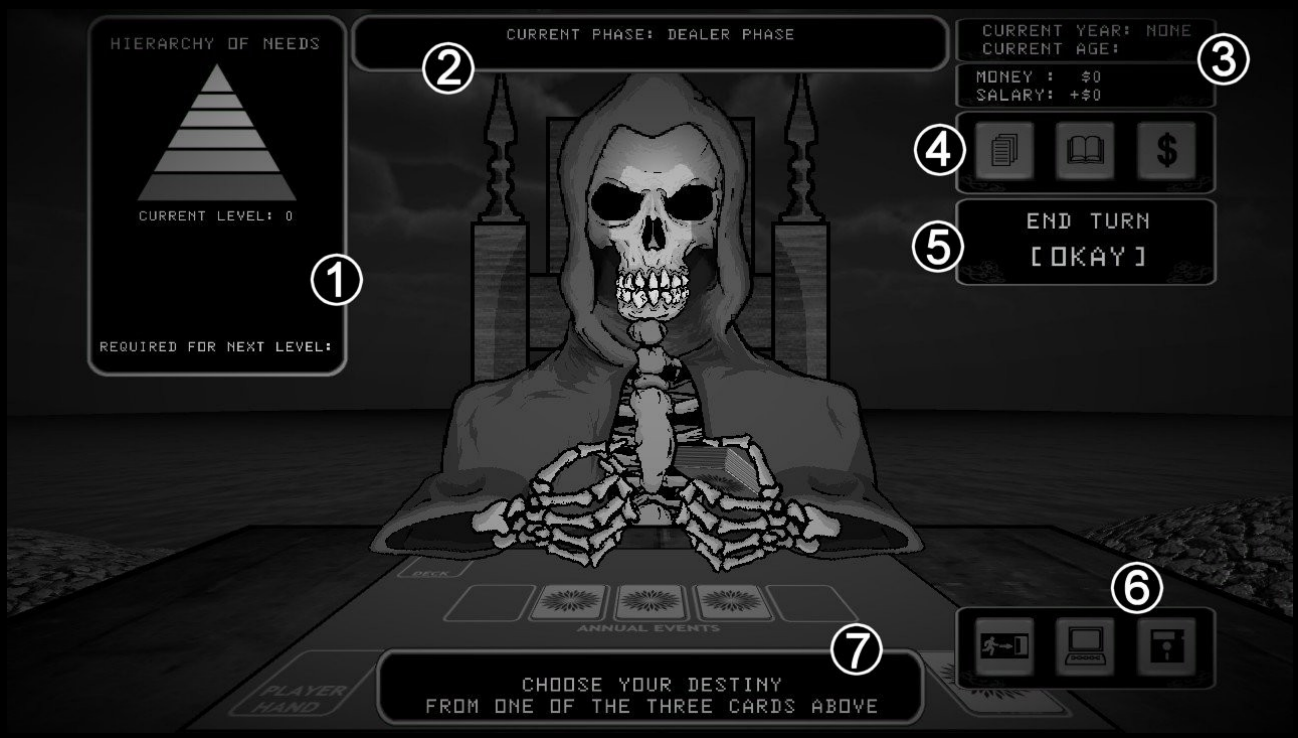
Carpe Deal 'Em is entirely mouse driven, with the prompts to click being self explanatory. However, the right mouse button is designated as the “quick accept” / context sensitive button. Right clicking anywhere will produce the following results;

- If the player card hand is not currently shown, it will show the cards in the default spread
- If there is currently a single option prompt (“okay” prompt) on screen, it will accept and dismiss the prompt
- If there is a two option prompt (“yes / no” prompt) it will always accept in the affirmative, and dismiss the prompt

Again, the prompts do not be right clicked directly, right clicking anywhere on screen will produce the above results.

UI Explanation

Main Game Screen



1. The Hierarchy of Needs – This shows your characters overall status, as well as their progress to the optional goal of the game, to ascend by reaching the top of the hierarchy
2. Phase Readout – This shows the current phase of the game as well as instructions as to what is still needed in order to progress to the next phase
3. Pertinent Character Stats – This shows your characters current age, the current year and financial status.
4. Character Interface – These buttons toggle stat screens on your characters overall stats, the life event diary and the characters budget controls
5. This button ends the turn (only usable when all conditions from (2) have been met)
6. Main Game Controls and Options
7. Player Prompt – Misc. prompts for the player are shown here when appropriate

Card Field



1. This is the player card hand
2. Annual Event Field – This is where event and modifier cards for the year are played, minimum of 2, maximum of 5. Cards played in this field are retrieval after placement, during the phase in which they are played.
3. Instant Pile – This is where instant cards are played. Cards played in this field are not retrievable once played
4. Discard Pile – This is where cards go to die.

How To Play

Game Phases

Each turn in Carpe Deal 'Em is divided into four phases – Dealer, Discard, Play and Discard phases, which are detailed below;

Dealer Phase – The Dealer will, at the start of each round, will attempt to deal the player five cards, with the exception that the player may only be dealt up to ten cards to their hand. If the player has, for example, 6 cards in their hand at the start of the Dealer phase, the Dealer will only deal four cards up to the maximum of ten.

Discard Phase – After the player has been dealt (up to) five cards, the game proceeds to the Discard Phase. The player must discard two cards from their hand in order to proceed to the next phase.

Play Phase – In this phase the player must play a minimum of two event / modifier cards, and may play up to five modifier / event cards, in any combination or order, to the annual event pile. In addition, the player may also play any number of instant cards, which are considered “free” turns, and do not count towards the minimum of two cards which must be played to the annual event pile. When the player ends their turn the Dealer will then deal his own events, up to the maximum of five (i.e. if the player plays two cards during their turn, the dealer will then deal three cards to make up the difference)

Event Phase – After the aforementioned preceding phases, it is now time for the event phase. In this phase the events for the year will be played out for your character, based on your cards played in the Play phase, as well as events that are generated based on your characters current status. After all the events have been played out for the year, the turn is over and the process repeats.

Card Types

There are three types of card in Carpe Deal 'Em;

- Event Cards
- Modifier Cards
- Instant Cards

Event cards will, unsurprisingly, generate events in the Event stage – These events will vary greatly depending on the type of event cards, as well as what modifier cards (if any) have been played along side them, as well as your characters current status.

Modifier cards either modify existing events that have been played in that round, or in some cases, completely replace or remove events, depending on the card played. These modifier cards have a set priority in which they operate, which is detailed in the next section

Instant cards have an instant effect on the meta game, rather than events or that of your characters status. Instant cards generally produce effects of being dealt extra cards, being able to retrieve discarded cards etc. Instant cards do not count toward the minimum of two cards that must be played each turn, and do not count toward the maximum of five cards that can be played, meaning that any amount of instants may be played each turn, provided you have them to play.

Card Priorities

For event cards, the card priority of the card is solely dependant on when it is played during the turn, meaning that unmodified event cards played before other unmodified event cards are prioritised on a “first come, first serve” basis.

For modifier cards however, there is an internal priority, based on the type of modifier itself. Modifier cards will indicate which (if any) events they will affect, however in the case of multiple events they modify they will prioritise themselves in the following fashion;

If modifiers can co-exist, they will do so, therefore an event can be modified several times, albeit there will always be a single outcome. They will do so in the order that they have been played in the Play phase.

If modifiers cannot co-exist, they are prioritised in the following fashion;

Modifiers which remove events have the highest priority, and will always remove events regardless of any other modifiers, on condition that they have been played first. If two such cards are played in the same turn, the first modifier will remove the second on a first come first serve basis.

Modifiers which affect <u>all</u> event cards played in a turn have the next highest priority, and will always do so unless removed by a modifier as above. If two or more of these cards are played in a turn, they will further modify any already modified cards if possible.

Modifiers which affect all event cards <u>of a certain type</u> (as defined on the card) have a lower priority, and will always do so, albeit that they can be overridden by the aforementioned modifiers above.

Modifiers which affect a single card have the lowest priority and can always be overridden or reversed by any modifier cards played afterwards, including modifiers of the same type.

~The End~